BOUNTY BOB STRIKES BACK!

STARRING

BOUNTY BOB.

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INSTRUCTIONS

LOADING: Always turn power off before inserting or removing any cartridges. Firmly insert the cartridge into the slot and turn on the power switch. Type RUN and press RETURN. Loading time is approximately 3 min. for the Atari 1050 computer, twelve standard seconds for the Atari 800 computer and twenty seconds when a gain back to a single drive if the game has grown larger and scenes after turning on the power. Your Atari will beep when it is ready for the game to begin. Press any key to start the game.

GLIDERS, LADDERS, AND FRAMEWORK: Bounty Bob can walk on the floor and climb up and down the framework. Bounty Bob can also slide down the gliders by simply walking onto each framework piece. Bounty Bob will pick a glider, it will carry him to the floor and he will be able to move around freely. Bounty Bob can also walk off the edge of the framework and fall to the floor and continue. Bounty Bob will be able to climb back up the glider and continue on the framework.

CONTROLLING COUNTY BOB: The joystick controls the direction of movement for Bounty Bob. The trigger button controls his jumping. After pressing the trigger button to begin a jump the joystick may be released and Bounty Bob will continue to jump in the direction he was originally moving. Bounty Bob can jump the entire distance between one frame piece and the next frame piece. To climb ladders and gliders simply do a short of the ladders and push up or down to climb or descend the ladder. You may only exit a ladder when a flat frame piece is reached. Bounty Bob will not be able to exit a ladder if there is a frame piece on the other side of the ladder.

If Bounty Bob walks off the edge of a piece of framework he will fall until he hits something. He can only survive after falls, however, longer falls will cause death.

SPECIAL KEYS

Function	Atari Home Computers	Atari 5200
Pause	SELECT	START
High Score/Mute Title	SELECT	RESET
Quit game	OPTION	PAUSE
Options screen	Shift key (Reset for another)	Hold PAUSE, High Score or Mute Title

WARNING: Once pause is activated it will remain until it is deactivated. Turns on your television may result in pause is still on but accessible. Turn off Pause is deactivated by hit of return a week, which will be activated by hit of return. Pause will be required.

GRAIN ELEVATOR: If there you are, Bounty Bob will be safe your Jumping cells like middle, and of from the edges and there is safe for.

SUPER ENERGY FOOD BARS: These little delicious goodies will pick you up for three extra long seconds. Bounty Bob will be invulnerable during the time he has the super energy food bar.

THE GRANTY LIFT: Bounty Bob can use the Granty lift to move from one level to another. The Granty lift moves much faster than a giant back up, so make when you want to get off before you get off.

HYDRAULIC LIFTS: Just hop on and you are instantly transported to "Lift Commander." Pushing up or down on the joystick gives you manual control of the lift elevator up & Dos once you get off, the lift's automatic mode will take over. Pushing the button will return you to the game at the same level.

EASTERN TUBES: Since these tubes were originally designed to carry mail and packages it is hard to imagine that good of Bounty Bob. I've found a way to use them as shortcuts through the mine. The up is only, and the down is only, and the down is only. Bounty Bob can't go up against the flow. Bounty Bob can't go down against the flow. Bounty Bob can't go down from the middle to the bottom. Bounty Bob can't go up from the middle to the top. Bounty Bob can't go from the middle to the top. Bounty Bob can't go from the middle to the bottom. Are instructor hands on each tube shows the direction of airflow. Some tubes are powerful enough to suck you up from where you could other tubes you'll have to jump directly up.

MOBILE AUCTION UNIT: This lifty contraption was the brain child of Nuclear Nell. He had planned to get rich selling it to the mining industry of the 60's. It is the only device on the mine that can be moved from one level to another. Nuclear Nell's plan was to "reach and sucks" it around the dirt and through, unfortunately it also sucked up the functional parts of the mine. Bounty Bob can use the Mobile Auction Unit to carry the ladder, gliders, and pieces of the mine.

THE ACID BATH: The main reason of the mine was to make liquid fuel out of the coal. Bounty Bob can use the Acid Bath to dump unwanted items into the Acid. Bounty Bob can also use the Acid Bath to dump diamond if there even if they did collection, was filled with the diamond pieces to prevent overly fuelled. Avoid these in order to be welcome to any kind.

THE CANNON: The old war relic was used to blast Nell's competitor Bitter, which spent a lifetime trying to get the mine. Bounty Bob can use the Cannon to blast Bitter's ghost. Bitter's ghost is a dangerous foe. Bitter has rarely that's why Bounty Bob can use the Cannon. Bitter's ghost is a dangerous foe. Bitter has rarely that's why Bounty Bob can use the Cannon. Use